

# MIGUEL FERNANDEZ ARCE

## SENIOR GAME-SYSTEMS PROGRAMMER

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### PROFILE

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Proactive and enthusiastic programmer who loves working with talented people, learning new technologies, and facing new challenges every day. This feeds my strong desire for self-improvement.

I thrive in an environment surrounded by multi-disciplinary people, building fast, complex and reliable technology with the ultimate goal of delivering great digital products.

### OBJECTIVE

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To contribute to the videogame industry with advanced technology, tooling, methodologies, and best practices for the benefit of developers and players.

### EXPERIENCE

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#### Senior Gameplay Programmer

Raw Power Games

Jun 2024 – Present

Copenhagen, Denmark · Remote

- Designed and implemented multiple, scalable, core systems using Unreal Engine 5 and ECS for **Chronicles: Medieval**.

#### Senior Programmer Madrid, Spain

Piperift

Mar 2016 – Present

Madrid, Spain

- Creating a compiled visual language for games called Rift.
- Released multiple open-source gameplay systems for Unreal Engine 4 & 5 involving Factions/Teams, Attributes, Quests, Game Saves, Serialization, Dialogues, AI and more.
- CI/CD pipelines for packaging, testing, and deploying stable binaries into multiple platforms.

#### Senior Audio Programmer

CI Games

Sep 2022 – Jun 2024

Barcelona, Spain · Remote

- Evaluated and fully integrated third-party audio platforms
- Owned the design & implementation of audio systems for multiple **unannounced IPs**.
- Worked on reactive narrative, occlusion & obstruction, procedural audio systems among other topics.

#### Senior Gameplay Programmer

CI Games

Sep 2022 – Jun 2024

Barcelona, Spain · Remote

- Owned the design & implementation of gameplay and engine systems for multiple **unannounced IPs** and in a wide range of topics that relate to data-driven gameplay, game design, audio and animation.

### CONTACT

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**Email:** [muit@piperift.com](mailto:muit@piperift.com)

**LinkedIn:** [muitxer](#)

**Website:** [muit.xyz](#)

**Github:** [github.com/muit](#)

### SKILLS

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- Near 20 years of coding experience and 14+ years of C++.
- Highly experienced in Data Oriented Design, ECS, high-performance, multi-threading, serialization, compilers and more.
- Deep proficiency with game engines like Unreal Engine, Frostbite or Snowdrop.
- Owned & shipped many game systems for AAA game titles.
- Advocate for best practices, developer experience and good communication in multidisciplinary teams.
- Trained in Agile, Scrum, and other methodologies.

### EDUCATION

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#### Degree in Videogame Design and Development

2015-2019 -- UDIT

#### Back-End Development

2014 -- Ironhack

Web-development bootcamp: HTML5, CSS3, Javascript, Back-End, Git, Rails, MVC and more. Formed in Agile development and delivering real products.

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## Gameplay/Tech Programmer

Ubisoft Stockholm

Mar 2021 – Sep 2022

Stockholm, Sweden · Hybrid

- Implementing engine and game systems involving gameplay, networking, serialization, physics, debugging, and more for an **unannounced game & Scalar**.
  - *"Games using Ubisoft Scalar can use a virtually unlimited amount of computing power, and thus run anything from virtual worlds of unprecedented scale and depth to vastly detailed simulations that wouldn't be possible otherwise."*
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## AI Programmer

DICE EA

Jul 2020 – Mar 2021

Stockholm, Sweden · Remote

- Implemented engine and game features for a new artificial intelligence system enabling designers to build AI for **Battlefield 2042**
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## Gameplay Programmer London, UK

Splash Damage

Jun 2019 – Jul 2020

London, United Kingdom

- Designed and developed multiple gameplay systems.
  - Refactored core gameplay on demand for data-driven content creation.
  - **Outcasters** is a competitive, 8 player multiplayer game where you fight your friends and team up to beat your enemies for cloud streaming platforms.
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## Gameplay Systems Programmer Toronto, CA (Remote)

Lever Games

May 2018 – Jun 2019

Toronto, Canada · Remote

- Worked on **No More Room In Hell 2**, a coop FPS game where you survive with your intellect.
  - Owned the design, implementation and tooling of open-world gameplay systems like narrative, quests or world generation.
  - Learned from experienced team members and used C++, Unreal Engine 4, UnrealGameSync and Perforce.
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## ACHIEVEMENTS

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- Speaker at 'Git and LFS for Game Development'
- Speaker at 'Introduction to UE4'
- Best Game, Best Player Experience & Best VR Game (GGJ Madrid 2017)
- Best Viable Product (GGJ Madrid 2016)

## INTERESTS

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Video-games, Voice-acting, Music, Reading, Carpentry

## REFERENCES

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Please contact me so I can send you their contact information.